CLAIMS

What is claimed is:

1. A method, comprising:

determinining a number of block instances available to a viewer in an interactive

programming guide (IPG);

determining a number of available information attribute sets to be presented to the

viewer;

mapping the available information attribute sets to the number of available block

instances to generate mapped block instances; and

displaying the mapped block instances contiguously.

2. The method of claim 1, wherein each of the mapped block instances is
associated with one or more structure attributes.

3. The method of claim 2, wherein when the number of available information
attributes is less than the number of block instances, two or more block instances
are mapped with the same information attributes.

4. The method of claim 2, wherein when the number of available information
attributes is less than the number of block instances, one or more block instances
is not visible to the viewer.

5. The method of claim 2, wherein when the number of available information attributes is less than the number of block instances, the number of displayed mapped block instances is less than the number of available block instances.

6. The method of claim 1, wherein each displayed mapped block instance is manipulated independently of the other displayed mapped block instances.

7. The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

8. The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more information attributes.

9. The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

10. The method of claim 1, wherein the mapped block instances are displayed contiguously on a surface.

11. The method of claim 10, wherein the surfarce is a bar.

12. The method of claim 10, wherein the surface is associated with one or more surface attributes.

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13. A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising:

determinining a number of block instances available to a viewer in an interactive programming guide (IPG);

determining a number of available information attribute sets to be presented to the viewer;

mapping the available information attribute sets to the number of available block instances to generate mapped block instances; and

displaying the mapped block instances contiguously.

14. The computer readable medium of claim 13, wherein each of the mapped block instances is associated with one or more structure attributes.

15. The computer readable medium of claim 13, wherein when the number of available information attributes is less than the number of block instances, two or more block instances are mapped with the same information attributes.

16. The computer readable medium of claim 13, wherein when the number of available information attributes is less than the number of block instances, one or more block instances is not visible.

17. The computer readable medium of claim 13, wherein when the number of available information attributes is less than the number of block instances, the number of contiguously displayed mapped block instances is less than the number of available block instances.

18. The computer readable medium of claim 13, wherein each displayed mapped block instance is manipulated independently of the other displayed mapped block instances.

19. The computer readable medium of claim 18, wherein each displayed mapped block intance is manipulated by modifying the associated one or more structure attributes.

20. The computer readable medium of claim 18, wherein each displayed mapped block intance is manipulated by modifying the associated one or more information attributes.

21. The computer readable medium of claim 18, wherein each displayed mapped block intance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

22. The computer readable medium of claim 13, wherein the mapped block instances are displayed contiguously on a surface.

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23. The computer readable medium of claim 22, wherein the surfarce is a bar.

24. The computer readable medium of claim 22, wherein the surface is associated with one or more surface attributes.

25. A system, comprising:

a processor; and

a memory coupled with the processor, the memory operable to include a first

queue to store active data elements and a second queue to store inactive data

elements, wherein the active data elements are displayed in visible block

instances in an interactive programming guide (IPG), and wherein the visible

block instances are displayed contiguously.

26. The system of claim 25, wherein each block instance is associated with one or more structure attributes.

27. The system of claim 25, wherein each data element is associated with one or more information attributes.

28. The system of claim 25, wherein the visible block instances are displayed contiguously.

29. The system of claim 28, wherein the visible block instances are displayed contiguously on a surface.

30. The system of claim 25, wherein an inactive data element is displayed in a visible block instance by moving the inactive data element from the inactive queue to the active queue.

31. The system of claim 25, wherein an inactive data element is displayed in the visible block instance by swapping the inactive data element with an active data element being displayed in the visible block instance.